THRILLVILLE

OFF THE RAILS

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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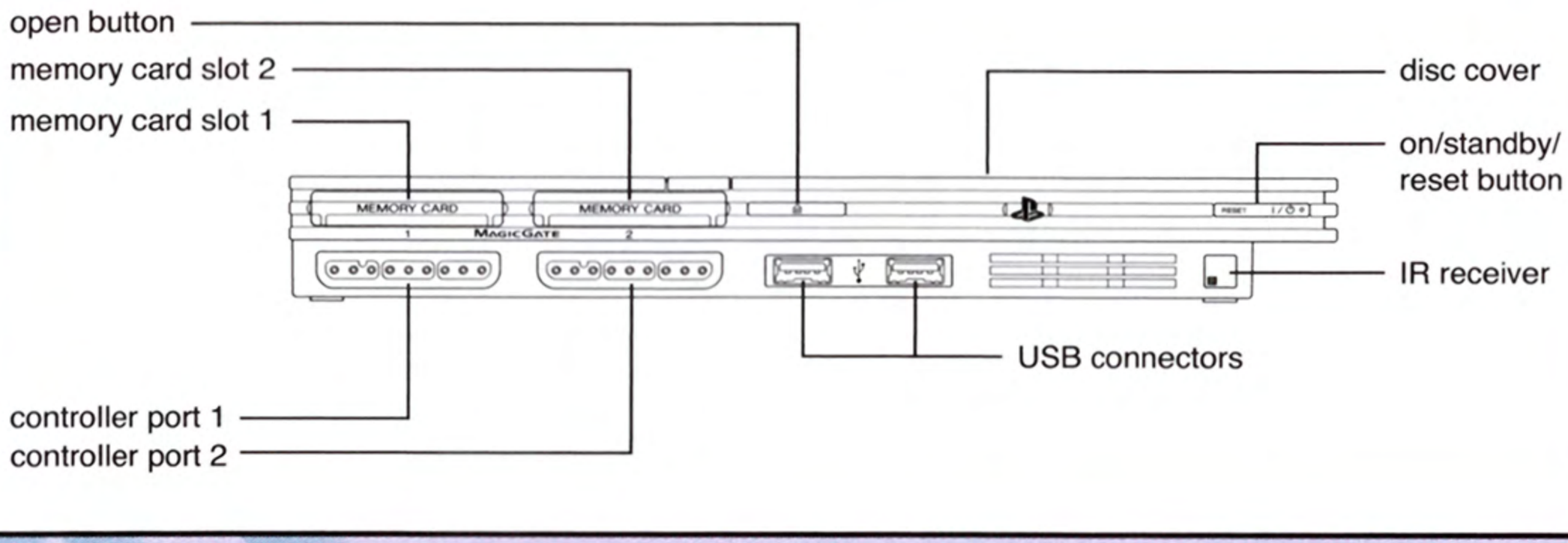
Thrillville® Off the Rails

Getting Started



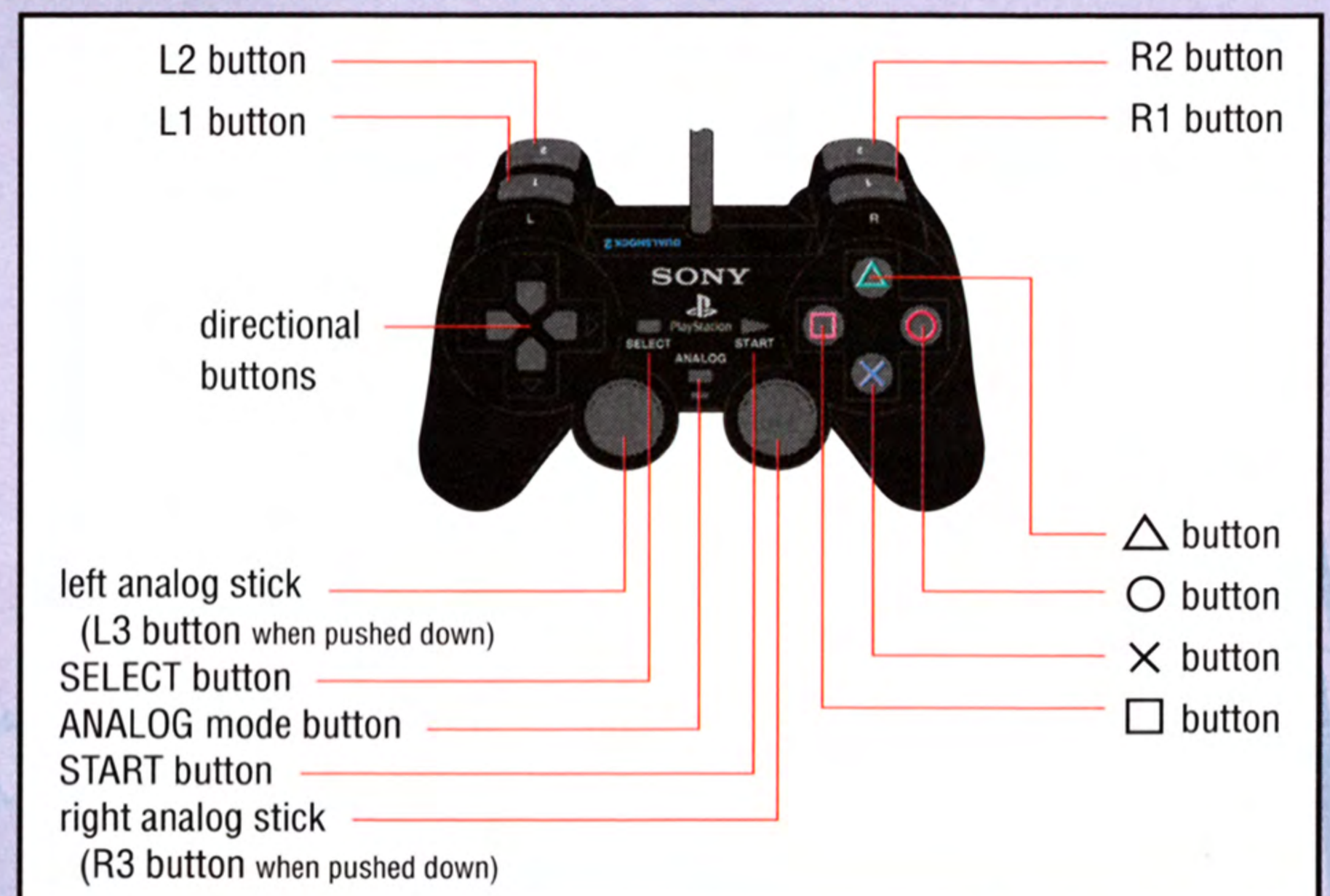
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **Thrillville®: Off the Rail™** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Controller Diagram

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Left analog stick / directional buttons ↑ / ↓	Navigate Menu / Highlight Menu Item
⊗	Select Highlighted Menu Item
Left analog stick / directional buttons ← / →	Adjust Menu Item
△	Previous Screen / Return to Main Menu

GAME CONTROLS

Left analog stick / directional buttons ↑ / ↓ / ← / →	Move Character / Highlight Menu Item
Left analog stick / directional buttons ← / →	Adjust Menu Item
Right analog stick	Camera Control
⊗	Context Specific Action / Confirm Selection
◎	Sprint
SELECT / ▣	Open Park Menu
R1	Look Camera
START	Pause Game / Open Pause Menu

Back to the Park!

You've got what it takes to create the greatest theme parks in the world! Whether you're building crazy coasters, talking to guests, riding the rides, or playing games, your job is to keep people happy — and keep Globo-Joy's saboteurs at bay! The options are endless! So what are you waiting for? Let's make some thrills!

Main Menu

Press the ✕ button at the Title Screen to be taken to the Main Menu. You'll see five options: New Game, Party Play, Coaster Builder, Load Game, and Options. Use the left analog stick or directional buttons to highlight a selection, and press the ✕ button to confirm your choice. Press the △ button to return to the Main Menu or go up one level in the menu.

Game Modes

NEW GAME
Begin a new game and help Uncle Mortimer create the greatest theme parks in the world.

PARTY PLAY
Have a blast playing a number of 1-4 player mini-games.

COASTER BUILDER
Build and design thrilling new coasters! For more information, see Coaster Builder, pg. 14.

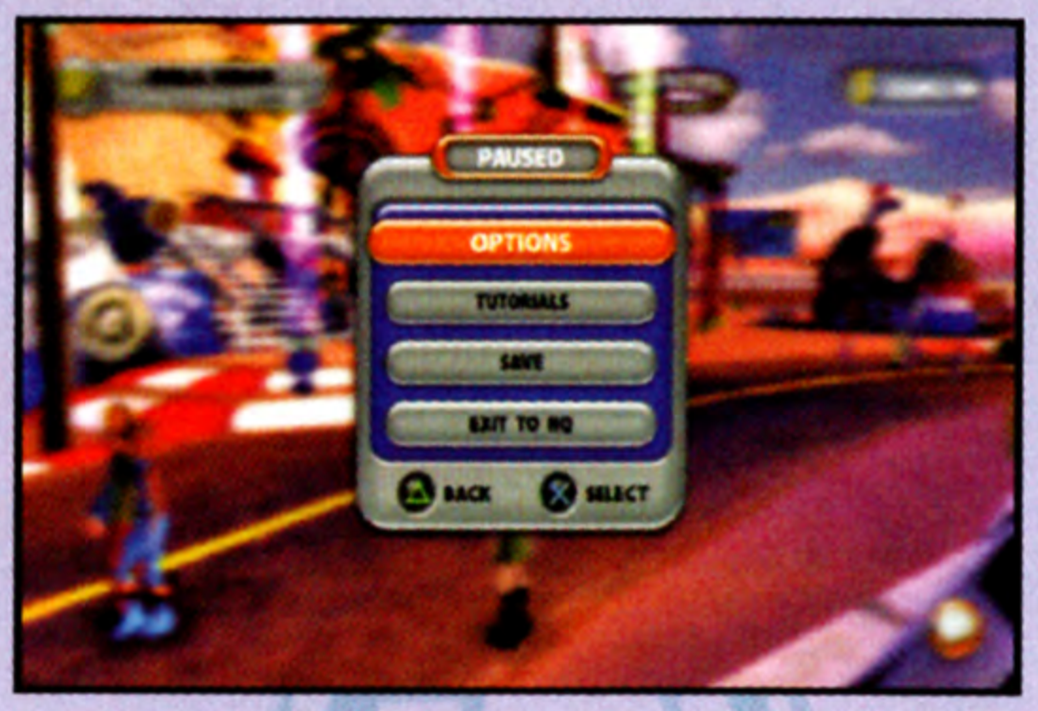
LOAD GAME
Load previously saved data and continue your progress.

OPTIONS
Access and adjust various game options.

- **SFX Volume:** Adjust the volume of the in-game sound effects.
- **Music Volume:** Adjust the volume of the in-game music.
- **Speech Volume:** Adjust the volume of speech.
- **Controller Vibration:** Toggle controller vibration ON/OFF.
- **Camera Invert:** Toggle camera inversion ON/OFF.
- **Movie Subtitles:** Toggle movie subtitles ON/OFF.
- **Tutorials:** Toggle tutorials during new games ON/OFF.
- **Menu Color Scheme:** Change the menu colors to one of ten color schemes.
- **View Cutscene:** Watch previously unlocked cutscenes here.

Pause Menu

Press the START button while roaming in your theme park to pause the game and open the Pause Menu. Use the left analog stick or directional buttons to highlight an option and press the ✕ button to confirm your choice. Press the △ button to resume your game or go up one level in the menu.



OPTIONS

Adjust the various game options. The available options are identical to those of the Main Menu. For more information, see Options, pg. 4.

TUTORIALS

Select from a variety of comprehensive tutorials to help you learn more about managing your park.

SAVE

Save your game so that you can continue from this point when you return.

EXIT TO HQ

Leave the park and go to the HQ. Here, you can customize your character, switch parks, save your game, adjust the game options, and view any trophies and prizes you've earned or achieved.

Starting a New Game

Select NEW GAME from the Main Menu to watch the intro movie with Uncle Mortimer. At the Character select screen, use the left analog stick or directional buttons to cycle through your available choices. Press the ⊗ button to confirm your choice.

If you want, you can customize your character by highlighting APPEARANCE, CLOTHING, or EDIT NAME and pressing the ⊗ button. Customizing gives you the freedom to configure your character's appearance with various head, hair, clothing, and color options. Select an option and press the left analog stick or directional buttons ⬆ / ⬇ to choose the part you want to customize, then press the ⊗ button to bring up a list of options for that category, and press the left analog stick or directional buttons ⬅ / ➡ to change the appearance of that part. You can also edit your character's name by selecting the EDIT NAME feature. When you're ready to go, highlight START GAME and press the ⊗ button to head to the park! Ready to get started?

Loading a Game

Selecting LOAD GAME from the Main Menu will allow you to choose previously played game data and continue from where you left off. If you have unlocked more than one park, you can select which one you want to start from.

Saving the Game

In order to save your game, exit any mini-game you may be involved in and then press the START button to enter the Pause Menu. Select SAVE and press the ⊗ button to confirm your choice.

New to the Park

Game Screen

The Game Screen has a few functions that change according to the context of the action on the screen.

1. **Status Window:** The status window shows the amount of money you have, current progress toward your next park, and the amount of missions you've completed. The progress bar turns green as it fills up.
2. **Action Button:** This small circle in the lower right-hand corner of the screen changes according to what's available for you to do.
   - The HAND icon appears around attractions like Coasters, Rides, and Games. It will give you options to ride, play, manage, paint, and do many other things with your attractions.
   - When the icon is an ID CARD, you are speaking with a member of your staff. You can take control of a staff member and perform their duties.
   - If the icon is a CHAT BUBBLE, you can speak to a park guest.
   - A BRICKS icon means that you can build in this area.
3. **Information Box:** The information box tells you when you have unlocked new missions and designs, earned money, and other important information about your park.

Tutorials

Once you begin your first game, you'll be dropped into your park and ready for action. In front of you will be five tutorial icons, representing **Business**, **Guests**, **Build**, **Games**, and **Upkeep**. Approach the tutorial of your choice and select it. You'll be given a thorough tour of the first mission for each icon, which will set you on the path to creating the greatest theme park ever. Completing all five of these will tell you everything you need to know! Each tutorial is color-coded to match the different types of missions on your Missions Screen.

Note: Tutorials can be toggled ON/OFF via the Options Menu on the Pause Menu.

The Attractions

RIDING

You're the park manager, so you know what that means — you get to ride for free! Walk up to any ride in the park and select it. Select RIDE to climb aboard.

BUILDING

One of your most important jobs is to build the rides and stalls in the park that meet the park guests' needs — and make you the most money!

PLAYING

You can also play every game that you build in Thrillville by walking up to it and pressing the ⊗ button when the HAND icon appears.

Guests

BASICS

Guests are vital to the health of any park. They bring in friends and family and, most importantly, money! You'll learn all kinds of things from talking to your guests.

FRIENDS

You can enter into a conversation with your guests by walking up to them and pressing the ⊗ button. If the guest is part of a group, a list will pop up with each member of the group, allowing you to talk to a specific one. When you speak to a guest, a Friendship Meter will appear at the bottom of the screen. Depending on your choice of conversation topics, that meter will go up or down.

CHATTING

Use the Chat Menu at the top to select things to say. When a guest likes the subject you've chosen, the Friendship Meter will rise. Subjects they dislike will lower it. You can also ask your guests for advice on how to make your parks better.

A TOUCH OF CLASS

Everything about your park affects your guests' opinions and enjoyment. If the park is dirty and the rides are in poor shape, the guests are not going to be happy. If there are no food or drink stalls, bathrooms, or other essentials, the guests will leave, quick-like! When you're talking to a guest, the Needs window shows you their likes, dislikes, and top needs. It will give you great clues about what you'll need to do to make them happier. Access it by highlighting NEEDS on the bottom of the Chat Menu and then pressing the ⊗ button.

FLIRTING (TEENS ONLY)

Smooth (park) operators can flirt with a member of the opposite sex. If you're doing well, you'll see an Attraction Meter pop up above the Friendship Meter. Keep wooing the person until you've earned Love Interest or Sweetheart status.

When you make it to Love Interest, you'll unlock the Flirt mini-game among your menu choices! Select FLIRT MINI-GAME, and follow the instructions on screen to match Cupid's arrow and your love interest's favorite topics.

Note: In certain cases, you can take control of a guest and help him or her get with the language of love. Keep an eye out for the MATCHMAKE option when speaking to guests!

CHALLENGE

You can also challenge any park guest to a game during a conversation. If they accept, the Challenge Menu will give you a choice of mini-games to choose from. After the game, you'll be transported back to your previous location in the park.

Park Menu

The Park Menu is where you do most of your theme park management. You can access the Park Menu while in your theme park by pressing the ○ or SELECT buttons. The Park Menu has six submenus: **Missions**, **Park**, **MyCrowd**, **Build**, **MyRides**, and **Map**. With the Park Menu activated, press the left analog stick or directional buttons ← / → to highlight an option, and press the ⊗ button to confirm your choice.

Missions

BASICS

Looking for the quickest way to solve your park problems? Missions give you specific goals to help make Thrillville better! Select the MISSIONS submenu from the Park Menu. You have five classes of missions, each of which relate directly to the functioning and popularity of the park. **Build**, **Games**, **Guests**, **Upkeep**, and **Manage**. As you complete these missions in each category, you'll unlock new ones. Completing missions earns lots of great rewards!

Some missions, when selected from the Park Menu, will transport you directly to where you need to be in order to complete it. Other missions may just give you hints on how you could complete them.

Note: Sometimes, you will come across a character with an icon that looks like a trophy above their head. They are involved in a mission, so be sure to speak to them.

THRILLS

Every single thing you do in your park — building rides, playing games, and especially completing missions — will increase your park's Thrills. Collecting Thrills increases your park owner level. For every two promotions you receive, you'll earn the privilege of opening up a new park of your choice!

TROPHIES

Trophies are awarded upon successful completion of a mission. Some missions only hand out Bronze, Silver, or Gold trophies according to your performance. These represent how high you scored or how successful you were in completing a mission. Other missions just have a Gold medal. This signifies that you completed the mission.

NEW PARKS

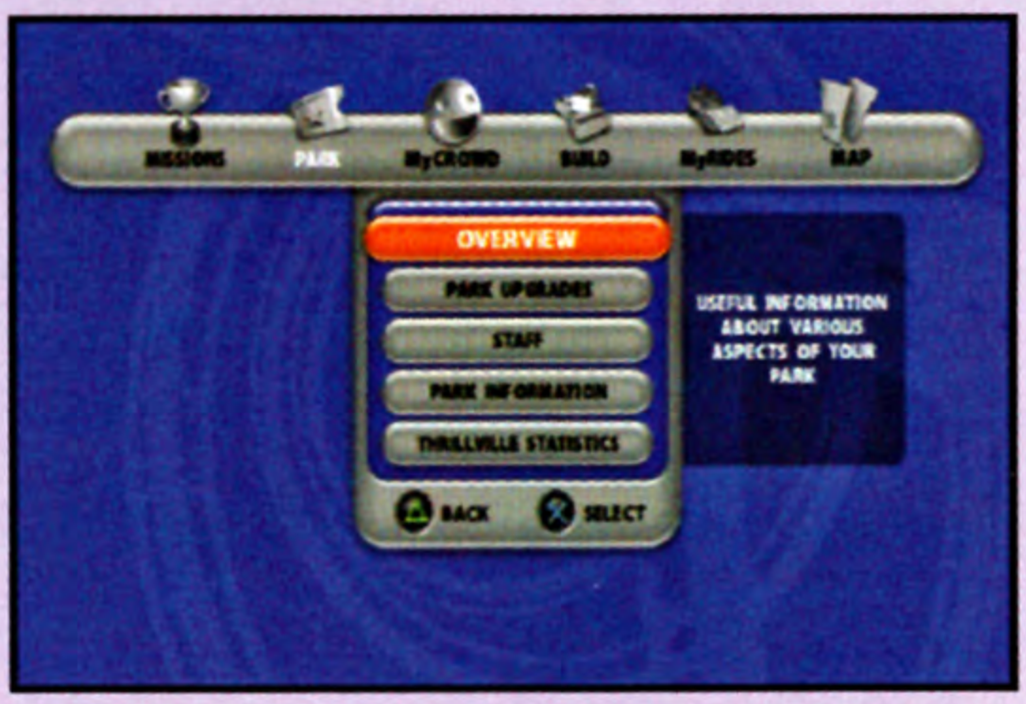
Every time you earn the right to open a new park, the game will take you to a screen that shows you which new parks are available to you. Once you've chosen which park to unlock, you can travel to it any time, either from the Thrill HQ or via the "Throob" — stations that you can find inside every tunnel in every park. If you see a Throob station, walk up to it and press the ⊗ button to switch to a different unlocked park.

Park Menu

Park

BASICS

Select the Park submenu from the Park Menu. Here is where you can find out all kinds of information on your park and your attractions. You can view your staff, train them, take out a loan, track your player stats, and more.



OVERVIEW

This is the screen that shows you a lot of vital facts for your park. The average guest stats, such as **Thirst**, **Hunger**, **Bladder**, and **Happiness**, are displayed as well. If the Hunger or Thirst Meters are in the red, build some food-and-drink stalls to improve the situation. If nausea is an issue, cut back on the wild rides and build more restrooms. Are your guests bored? Time for new rides!

You can also view your current amount of cash here, as well as the date, number of stalls, attractions, and total visitors you have. Use this screen to stay on top of your park's performance. If visitors are down for the month, try and do something to get their attention. Examine all these stats and you'll be well on your way to having the theme park of you and your guests' dreams!

PARK UPGRADES

Park Upgrades allow you to research new and exciting features for your park. You can view upcoming research items or adjust spending to try and unlock rides faster. Marketing advertises your park in a periodical, getting big publicity and drawing people to the park. You can use marketing to attract your favorite groups too. If teens aren't interested in coming to the park, advertise in a teen magazine until they come in droves. Loans give you extra money for running the park — though you will have to pay it back, with interest.

STAFF

Hiring and training staff is vital to the well-being of your park. A well-trained staff maintains the park on their own, though you can take control of any of them at any point and do their job for them. Make sure that you hire enough people to take proper care of your park, and train them well. Well-trained staff will slowly train other staff members as time goes on. But if you want to cut down on costs, you can also fire any staff member at any time. It's tough luck, but that's business!

There are three kinds of staff — **Entertainers**, **Mechanics**, or **Groundskeepers**. Entertainers do their best to keep guests happy, Mechanics fix rides, and Groundskeepers clean up the garbage. You can train them whenever you want, bumping up their skills and taking care of the park yourself in the meantime.

Note: You earn points while training any of your staff, and a high score means a better-trained staff! Keep your staff trained and only good things will come your way. For more descriptions on how staff mini-games work, see page 17.

PARK INFORMATION

The demographic data under the Park Information Menu is useful if you are fine-tuning your

Park Menu

park's performance. See what demographics spend money on your park and even how much money they enter the park with.

You can also check your profits and other finances under this menu. You can see what kinds of rides are earning you money and what doesn't turn a profit at all.

THRILLVILLE STATS

You can view your total stats for the game here. If you're very fond of riding roller coasters, you can see the distance you've traveled while riding them. While you're at it, you can also check out the most popular, tallest, and longest rides. Are you curious to see how much money you've made and what your parks are worth? Check here to find out!

MyCrowd

BASICS

The MyCrowd Screen lets you keep track of all your friends and love interests. You can see exactly how they are feeling at the current point in time, in addition to what gifts you are able to give them. You can even view your own stats on this screen. If you need to, you can warp directly to their location if they're feeling down or are upset about something. Keeping your friends happy and addressing their needs is a surefire way to keep your park looking good.

Build

BASICS

Building rides is an important part, if not the most important part, of managing your theme park. If you don't have any rides, you won't have any guests. No guests = No money. No money = No park. You can see how this would be a problem. You'll start out each park with enough seed money to build a few things and start bringing in income.

The BUILD portion of the Park Menu is the key to making money. You can look at the available attractions, which are sorted into **Carnival Rides**, **Coasters**, **Race Tracks**, **Games**, and **Stalls**. Once you decide what type of attraction you want to build in your park, you'll be given a list of the attractions you can build. Selecting one will take you to the Build Menu, where you can determine placement and orientation of the attraction. Once you've built it, you can spend time giving it your own personal touch by laying down a fresh coat of paint or tricking it out with the theme of your choice.

In every park, you will have access to some pre-built Coasters and Race Tracks. But you can also build these bad boys from scratch!

RULES OF ATTRACTION BUILDING

You can only have one of each ride in a park. If the Build Menu says that a ride is "Already Built," you must select another. When building a ride, it will be colored either blue or red. Red means that the ride won't quite fit where it is until you wiggle it around or move it to a different spot. Blue means that you are good to go and can place the ride.

BUILDING COASTERS

Roller coasters are the starring attractions of every great theme park. To make sure they get the attention they deserve, they get their own unique build stations, which you can find by looking for floating signs marked with the word "COASTER." When built, Coasters cannot intersect with other attractions and cannot get too close to the guests for safety reasons. If you keep these two rules in mind, you can make the craziest Coasters in the world! There are two kinds of coasters: **Pre-built** and **Custom**.

Pre-built: These Coasters are ready-made and can be built with the press of a button.

Custom: These Coasters are tailor-made by YOU. You decide each angle, turn, bend, and loop-de-loop, piece by piece. With Custom Coasters, you can tilt tracks or add WHOA Coaster features like drops, flames, or TNT to them.

Coaster Tips:

- If the track piece you're currently laying turns red, it can't be placed. Backtrack using the Delete button or alter the angle of the track until it turns blue, enabling it to be laid.
- Other attractions may get in the way of your Coaster's path. You can sell these attractions to make space. Don't worry — you can always rebuild them later in a new spot!
- You complete a Coaster by returning it to the starting gate. The track must be level with the starting gate as it comes in. If you're having trouble connecting the two, press the Track Assist button to let the computer pick out a solution for you.
- You can keep an eye on your Coaster's progress by viewing its statistics. Press the ▣ button any time during construction to view the statistics window. Important information, such as the power limit / throttle levels, Thrill points, and nausea levels are displayed here.
- Coasters left unfinished will lead to a crash! Thankfully, Mortimer's special patented ejection seats will spring into action, parachuting your guests painlessly to the ground but potentially scaring other guests in the process.

Note: Race Tracks and Mini-Golf courses are not that different from Coasters, though they have fewer options. You cannot add loops, but the method of laying them out is essentially the same.

MyRides

BASICS

MyRides shows you all the attractions in your park, at a glance. If you need to know how much power a ride is pulling or how much it costs to run the ride, you can find that out here. You can even check to see how nauseous the ride makes your guests or how long it lasts!

Park Menu

Note: You can ride or play a specific attraction directly from the MyRides Menu. You can also repaint, manage, or trick out your attractions from this point.

CUSTOMIZING

Once you select an attraction from the MyRides Menu, you can then spend some time customizing it to your heart's content.

Paint: Slap a fresh coat on your ride to make it stand out! Select from a variety of vibrant colors with the paint selector, or choose the SPLATTER option to let the computer do it for you.

Trick Out: Create a theme for your ride or attraction and then trick it out with all the bells and whistles! Start by choosing a theme and then either choosing TRICK OUT to have the computer do the work for you or selecting ADVANCED to add your own personal touch. Highlight the PIECE option and then use the L1 and R1 buttons to select a place to add your piece.

EDITING

Every ride costs money and you get to decide how much. Charging too much will chase customers away. Charging too little will decrease your profits. Select a ride on the MyRides Screen and choose MANAGE. The attraction will appear in the background of the screen and the Manage Menu will pop up on the right side of the screen.

You can adjust the ticket price here or choose to sell the ride. The **Edit** and **Advanced Options** submenus offer even more options, such as editing the track (when available) or setting the number of trains and their speed. If you notice that you're losing customers, take a moment to try adjusting your prices and see if that draws them back in.

Map

You can use the map to easily locate and travel to any of your attractions. Use the analog stick or directional buttons to move to the nearest ride and display its details. Press the ✕ button to travel to the highlighted ride and the △ button to back out.

Thrillville: Off the Rails

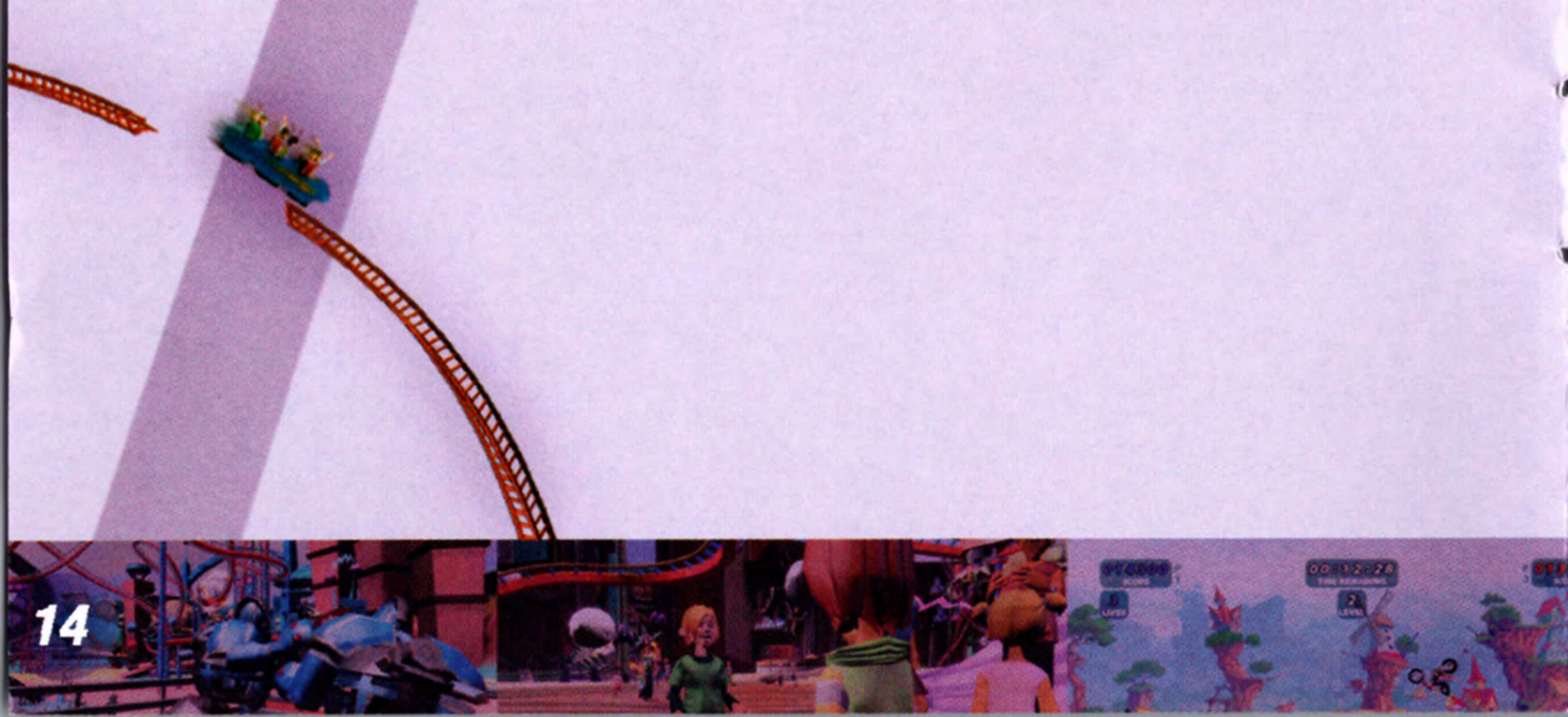
Coaster Builder

The Coaster Builder Menu serves as a kind of construction site where you can create new Coasters and racetracks in an open area that's free of obstructions. You can go wild and build any kind of track you like, from harrowing drops to thrilling loops! The world is yours and only the sky is the limit — literally!

Party Play

You know all those neat little games you can build in your parks? You can play all of them for free in Party Play mode!

Select the game you wish to play. You'll be able to select the difficulty, type of game (Single, Battle, Co-Op), and the level to play on. After that, up to four players can join the game.



Arcade

STUNT RIDER

Help Weevil Knievel rip through the wild landscapes of chasm farm to St. Rook's annual scarecrow's ball.

Controls:

Shift Weight / Steer	**Left analog stick / directional buttons**
Accelerate	✕
Brake / Reverse	□ or ○
Horn	△

BANDITO CHINCHILLA

Can you save Bandito's sister?
And why is he called a chinchilla?
Find out in this side-scrolling beat-'em-up!

Controls:

Move Bandito	**Left analog stick / directional buttons**
Dash / Evade	**Left analog stick / directional buttons (double tap)**
Jump	✕
Normal Attack / Pick Up Item	□
Strong Attack	△
Special Attack	R1

TANK FRENZY

Drive your tank to victory in this top down shooter.

Controls:

Steer / Move Tank	**Left analog stick / directional buttons**
Rotate Turret	**Right analog stick or △, □, ✕, and ○**
Fire Machine Gun	L1
Fire Cannon	R1

Attractions

ROBO K.O.

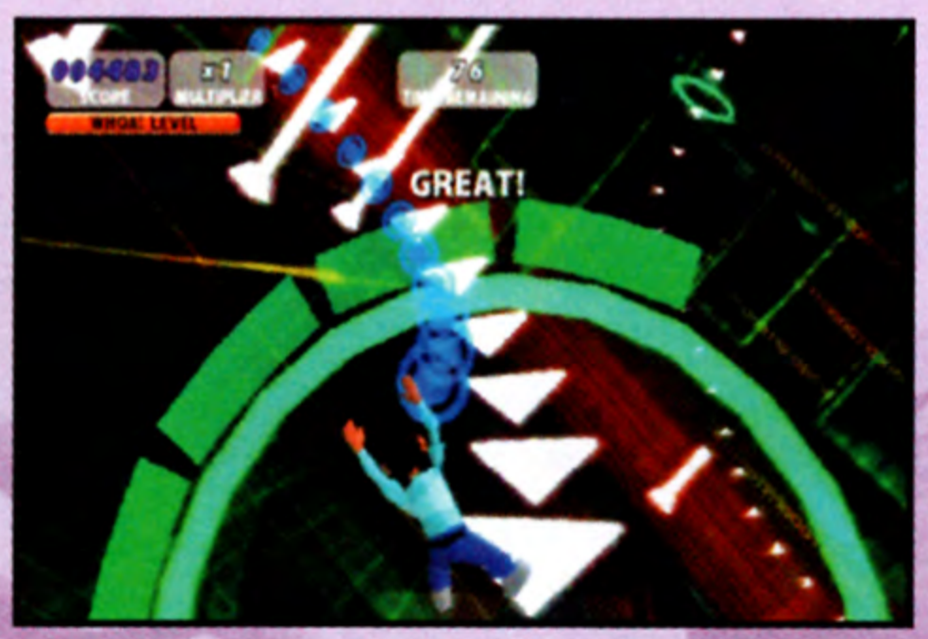
Sit in a giant robot and pummel your adversary!

Controls:

Move	**Left analog stick / directional buttons**
Block	**L1 (hold)**
Block Low	**L1 + Left analog stick / directional buttons ↓**
Left Hook	⊗
Right Hook	○
Cross	△
Uppercut	**R1**
Jab	□

COASTERTRON

Ride your coaster in the virtual reality simulator. Can you hit all the zones and thrills?

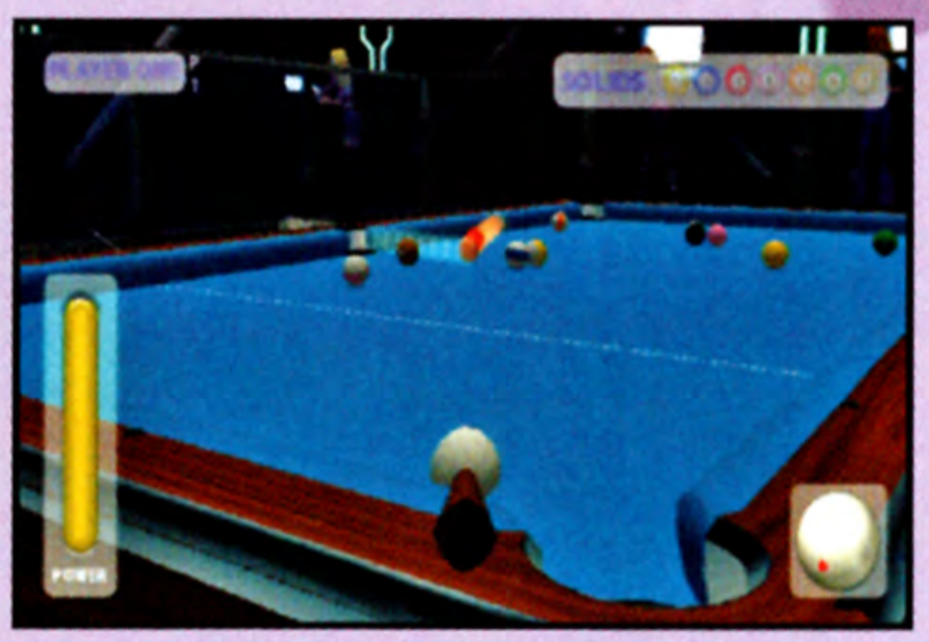


Controls:

Lean into WHOA Zones	**Left analog stick / directional buttons**
Touch WHOA Targets	⊗

POOL

Play eight or nine ball, or try your hand at the speed pool mode.



Controls:

Aim Cue Stick	**Left analog stick / directional buttons →, ←**
Adjust Power	**Left analog stick / directional buttons ↑, ↓**
Cue Position	**Right analog stick**
Shoot	⊗
Pick Up / Place Ball	○
Top Down View	□
Fine Control	**L1**

Staff Games

ENTERTAINER

Strut your funky stuff and hit the beat to pump up the Thrillville crowds.

Controls:

Aim the Arrow at the Incoming Notes	**Left analog stick / directional buttons**
Press corresponding on-screen button	

GROUNDSKEEPER

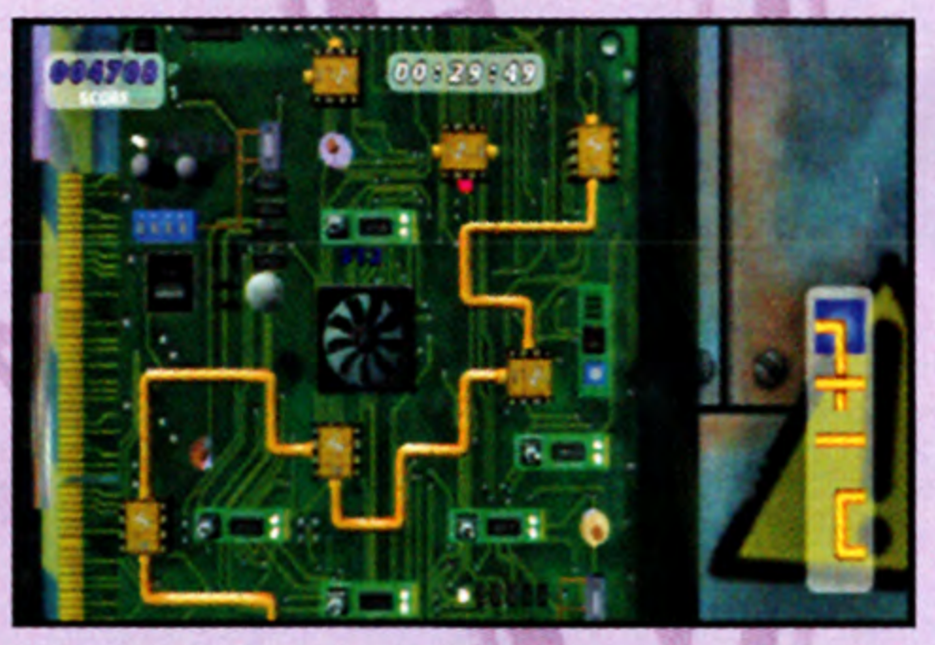
A frenetic race against the clock to blowvac Thrillville clear of gunk!

Controls:

Move	**Left analog stick / directional buttons**
Aim Blowvac	**Right analog stick**
Suck Litter	**R1**
Wash Vomit	**L1**

MECHANIC

Link up the circuit boards, beat the clock, and keep things running smoothly. Connect the circuits by placing components on the board. Make sure you use the right pieces to make a connection from one circuit to another!



Controls:

Move Cursor	**Left analog stick / directional buttons**
Place Component	⊗
Remove Component	△

VENDOR TENDER

Keep the boss happy and combo your way to victory in this fast-paced puzzler. Link together three or more like-colored balls to change them into tokens. Shoot the tokens to make them disappear. Sounds easy? Think again!

Controls:

Aim	**Left analog stick / directional buttons**
Fire	⊗

Sideshows

ALLEY BALL

A sideshow classic: Get the balls in the hole for the best score.

Controls:

Aim / Throw — **Left analog stick (pull back then press forward)**

TEST YOUR STRENGTH

Swing the hammer and show your strength!

Controls:

Build Power — **Left analog stick / directional buttons (rapidly shake back and forth)**

Swing / Aim — ⊗

Developer Credits

Frontier Developments Ltd.

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Lead Programmer
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Ian Gander
Mike Gent
Natalie Amos
Nichola Watson
Paul Ashwood

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Audio Department Coordinator
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Original Thrillville Compositions
David Collins
Jesse Harlin

"Off The Rails" by Monkeynaught
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Lead Vocals – Jesse Harlin
Drums, Bass, Guitars, Background Vocals – David W. Collins
Guitar Solo – Ric Wilson
Engineered by Angie Yesson, Jesse Harlin, and David W. Collins
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Go For A Ride" by Mozingo
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at the LucasArts Recording Studio – San Francisco, CA
Lead Vocals – Jesse Harlin
Drums, Bass, Guitars, Background Vocals – David W. Collins
Engineered by Angie Yesson, Jesse Harlin, and David W. Collins
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Perfect Day" by Rapscallion
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Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"My Gurlz" by Spark Victoria
Written and Produced by Jesse Harlin and David W. Collins
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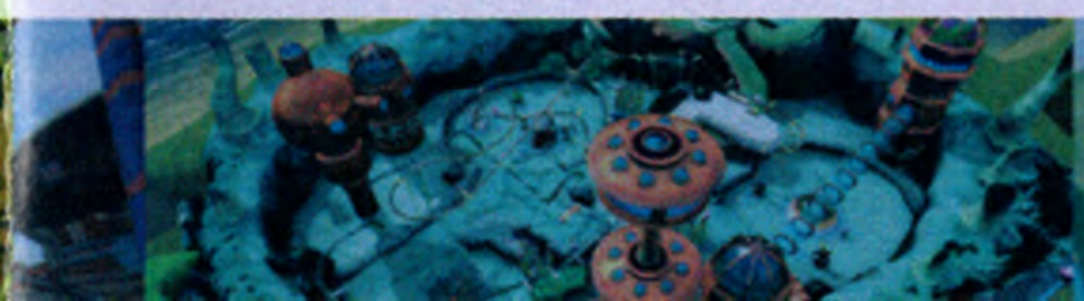
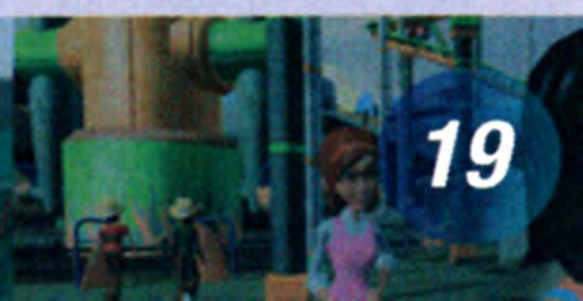
Lead Vocals – Genevieve Goings
Background Vocals – Jesse Harlin, and David W. Collins
Drums – David W. Collins
Drum Programming, Keys – Jesse Harlin
DJ Scratches – Ryan Harlin
Engineered by Angie Yesson, Jesse Harlin and David W. Collins
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA





THRILLVILLE® OFF THE RAILS

Developer Credits

"The Ballad of Bandito Chinchilla" by The Busted Bunk Band
Written and Produced by Jesse Harlin and David W. Collins
at the LucasArts Recording Studio – San Francisco, CA
Lead Vocals – John William Galt
Background Vocals – Jesse Harlin and David W. Collins
Orchestration and Mouth Harp – Jesse Harlin
Acoustic and Electric Guitars – David W. Collins
Engineered by Angie Yesson, Jesse Harlin, and David W. Collins
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Whiplash" by Monkeynaught
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Vocals – Jesse Harlin
Drums, Bass, Guitars – David W. Collins
Guitar Solos – Ric Wilson
Engineered by Harrison Deutsch, Jesse Harlin, and David W. Collins
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Emo Skater Girl" by Mozingo
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at the LucasArts Recording Studio – San Francisco, CA
Vocals – Jesse Harlin
Drums, Bass, Guitars – David W. Collins
Engineered by Harrison Deutsch, Jesse Harlin, and David W. Collins
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Dr. Kunkle's Funnkel Cake" by Father Torque
Written, Arranged, and Produced by Jesse Harlin and David W. Collins
at the LucasArts Recording Studio – San Francisco, CA
Drums – Jim Diaz
Funk Bass, Guitar, Lead Vocals – David W. Collins
Background Vocals (the "Funnkettes") – Jesse Harlin
Hammond Organ, Clavinet – Ben Patterson
Trumpets – Bill Ortiz (lead), Michael Olmos
Saxophone – Joe Cohen
Engineered by Harrison Deutsch, Jesse Harlin, Jim Diaz, David W. Collins
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Loop It" by 80-HD
Written and Produced by Jesse Harlin and David W. Collins
at the LucasArts Recording Studio – San Francisco, CA
Lead Vocals – CJ Nord
Background Vocals – Julissa L. Aguirre
Electric Piano – Ben Patterson
Drums – Jim Diaz
DJ Scratches – Ryan Harlin
Engineered by Harrison Deutsch, David W. Collins, Jesse Harlin
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

Cast

Accountant
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Adult Female 1
Christy Moreau

Adult Female 2
Kath Soucie

Adult Female 3
Brett Pels

Adult Male 1
Matt Labyorteuax

Adult Male 2
Jon Curry

Adult Male 3
Drew Bell

Al Karumba
Matthew Piazzi

Announcer
Matt Laborteaux

Announcer 2
Roger L. Jackson

Bandito Chinchilla
Roger L. Jackson

Barry von Richtoven
Roger L. Jackson

Blaike Steak
Tiffany Espensen

Child Female 1
Lauren Dennis

Child Female 2
Rachel Fox

Child Female 3
Frannie Mouser

Child Male 1
Branden Lemasters

Child Male 2
Benjamin Bryan

Child Male 3
Matthew Gumly

Commander
Oliver Muirhead

DJ
Andrew Chaiken

Genie Animatronic
Roger L. Jackson

Ghoul
Roger L. Jackson

H.G. Krupp
Meridith Bull

Jake Steak
Elan Garfias

Lady Shop Boss
Kath Soucie

Lindsey Noes
Kaci Brown

Moe Potts
Murphy Dunne

Molly Noodles
Kath Soucie

Mortimer
Brian Green

Mystery
Roger L. Jackson

Pilot
Oliver Muirhead

Player Child Female
Courtney Burness

Player Child Male
John DeVito

Player Teen Female
Jessica Cannon

Player Teen Male
Pierce Cravens

Robot
Roger L. Jackson

TAL-8850
Roger L. Jackson

Tank Commander
Matthew Piazzi

Tank Player
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Heather Hogan

Teen Female 2
Shanelle Workman

Teen Female 3
Natalie Lander

Teen Male 1
Eric Nelson

Teen Male 2
Dylan Snyder

Teen Male 3
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Special Thanks

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The Business End
The Cerras & The Glanvilles
The Lee's (Dad, Mom, and Jeny)
The Millers & The Cavanaughs
The "New Davis" Crew
Patio & Bobbio
Rooni and Pipper
Roxy
Soup's Los Angeles friends and family!
Tondelayo
Uncle Chuck

Very Special Thanks

George Lucas

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TECHNICAL SUPPORT MAILING ADDRESS

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